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10/722,536	11/28/2003	Yoichi Yamada	723-1455	8321

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ARLINGTON, VA 22203

EXAMINER

BANTA, TRAVIS R

ART UNIT	PAPER NUMBER
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3714

MAIL DATE	DELIVERY MODE
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06/04/2007

PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary	Application No.	Applicant(s)
	10/722,536	YAMADA ET AL.
	Examiner	Art Unit
	Travis R. Banta	3714

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --
Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1) Responsive to communication(s) filed on 28 February 2007.
 2a) This action is FINAL. 2b) This action is non-final.
 3) Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4) Claim(s) 1-14 is/are pending in the application.
 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
 5) Claim(s) _____ is/are allowed.
 6) Claim(s) 1-14 is/are rejected.
 7) Claim(s) _____ is/are objected to.
 8) Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9) The specification is objected to by the Examiner.
 10) The drawing(s) filed on _____ is/are: a) accepted or b) objected to by the Examiner.
 Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
 Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
 11) The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12) Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
 a) All b) Some * c) None of:
 1. Certified copies of the priority documents have been received.
 2. Certified copies of the priority documents have been received in Application No. _____.
 3. Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892)	4) <input type="checkbox"/> Interview Summary (PTO-413)
2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948)	Paper No(s)/Mail Date. _____
3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08)	5) <input type="checkbox"/> Notice of Informal Patent Application
Paper No(s)/Mail Date _____. C	6) <input type="checkbox"/> Other: _____

DETAILED ACTION

Response to Amendment

Claims 1-14 are pending.

Claim Objections

Claim 5 is objected to because of the following informalities: paragraphs 2 and 3 look as though they should be connected. It appears that the comma at the end of paragraph 2 is superfluous. The claim will be so examined. Appropriate correction is required.

Claim Rejections - 35 USC § 102

The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(a) the invention was known or used by others in this country, or patented or described in a printed publication in this or a foreign country, before the invention thereof by the applicant for a patent.

Claims 1-14 are rejected under 35 U.S.C. 102(a) as being anticipated by Chocobo World – Final Fantasy 8 released July 7, 1999. The explanation found at <http://ffguides.telefragged.com/ff8/walkthroughs/chocoboworld.shtml> was published online on September 15, 2000.

Regarding claim 1, Chocobo World is disclosed to be played on a personal computer. Personal computers are well known in the art as able to play a plurality of games and in the case of Chocobo World share backup data of the plurality of games with each other.

Briefly stated, Chocobo World is a game played in conjunction with Final Fantasy 8. A final fantasy player can begin playing with a Chicobo. The Chicobo will wander through Chocobo World collecting items. A player can direct Chicobo's movements or can allow Chicobo to play in the background of Final Fantasy 8. Chicobo will collect treasures and weapons among other things for the Final Fantasy 8 player to use while playing Final Fantasy 8.

Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website – "What is Chocobo World?"). The first game being Final Fantasy 8 and the second game being Chocobo World. The two games must necessarily have memory allocated to them. A writable and readable backup data storage memory having a first backup data storing area for storing backup data relating to the first game program and a second backup data storing area for storing data relating to the second game program is provided. Final Fantasy 8 game player progress can be saved independently of Chocobo World and vice versa (see "How to play"). A game operation controller is disclosed for instructing a start of a game by selecting any one of the first game program and the second game program and for controlling progress of the selected game (see "How to play" and "Move"). The controller is a standard keyboard with arrow keys. A first condition detector for determining whether or not a predetermined conditioned is accomplished in the progress of the game selected and instructed to be started by the game operation controller is disclosed (see "Moomba"). There are many conditions detected in Chocobo World. A first condition detector is Moomba giving Chicobo (and therefore the

player) a new weapon. When it is determined the condition is accomplished, a memory write controller for writing information relating to the predetermined condition to both of a backup data storing area associated with a first game and a backup data storing of at least one other game not selected by the game controller are provided (see "Importing Chocobo World Items into FF8). When the weapon is given, a memory write controller writes the information into Final Fantasy 8 to a backup storage area to allow the weapon to be used in that game. The backup data storing area in the second game is written to update the movement of the weapon and remove the weapon from the items collected list.

Regarding claims 2, 3, and 4 when the predetermined condition is accomplished as disclosed in the rejection of claim 1, the memory write controller writes the information to the backup data storage area of both games (see "Tutorial"). Change generation information is defined in the specification as information relating to game progress. A new weapon is progress in the game. This information is written into the new game so the weapon can be used in that game. The memory controller writes condition accomplishment information to the backup storage of one game and game progress information to the back up data of both games.

Regarding claim 5, Chocobo World provides a first condition detector as described. Final Fantasy 8 provides a second condition detector. If the detector has not determined a new weapon is available from Chocobo World, the weapon will not be provided to the player. If the detector has determined a new weapon is available, the

Art Unit: 3714

weapons is provided. The controller then writes the information including game generation information to the various backup data storages as described above.

Regarding claim 6, when the predetermined condition is accomplished as disclosed in the rejection of claim 5, the memory write controller writes the information to the backup data storage area of both games (see "Tutorial") if Final Fantasy 8 has determined the condition has been accomplished.

Regarding claim 7, Chicobo is disclosed as being able to return to the Final Fantasy 8 world (see "Home"). This area provides a backup data storing area for storing backup data relating to both programs. Information is written to both programs.

Regarding claim 8, Chocobo World teaches a game apparatus that enables an operator to play a plurality of games and a method of sharing backup data of each of the plurality of games with each other. The game is played on a personal computer which is well known in the art for having a processor, a data storage memory, and several storing areas for respectively storing backup data for each of the games.

The processor is used to determine whether or not a predetermined condition is accomplished during gameplay of the games in which gameplay has started (see "Importing items into FF8" and "Tutorial"). In this case, a first condition could be a weapon from Moomba (see "Moomba"). When it is determined the condition is accomplished, information relating to the condition is stored in both the backup data storing area of the started game, and the other game that has not been started. Chocobo World need not be started to import items into Final Fantasy 8.

Regarding claim 9, Chocobo World teaches a backup writing control method in a game apparatus that enables an operator to play a plurality of games. The apparatus has the capacity to share backup data of each of the plurality of games with each other. It includes a personal computer having a data storage memory and a plurality of storing areas for respectively storing backup data for each of the plurality of games. (see Title, "Why would I want to play Chocobo World", "How to Play").

The game determines whether or not a predetermined condition is accomplished during game play progress in either of the games Chocobo World, or Final Fantasy 8 in which game play has started. When it is determined the predetermined condition is accomplished, the game writes information relating to the predetermined condition to both of the backup data storing areas of the games including the game which is not started. Chocobo World need not be started to import items into Final Fantasy 8.

Regarding claim 10, Chocobo World is disclosed to be played on a personal computer. Personal computers are well known in the art as able to play a plurality of games and in the case of Chocobo World share backup data of the plurality of games with each other.

Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website – "What is Chocobo World?"). A writable and readable backup data storage memory having a first backup data storing area for storing backup data relating to the first game program and a second backup data storing area for storing data relating to the second game program is provided. Final Fantasy 8 game player progress can be saved independently of Chocobo World

Art Unit: 3714

and vice versa (see "How to play"). A game operation controller is disclosed for instructing a start of a game by selecting any one of the first game program and the second game program and for controlling progress of the selected game (see "How to play" and "Move"). The controller is a standard keyboard with arrow keys. A first condition detector for determining whether or not a predetermined conditioned is accomplished in the progress of the game selected and instructed to be started by the game operation controller is disclosed (see "Moomba"). There are many conditions detected in Chocobo World. A first condition detector is Moomba giving Chicobo (and therefore the player) a new weapon. When it is determined the condition is accomplished, a memory write controller for writing information relating to the predetermined condition to both of a backup data storing area associated with a first game and a backup data storing of at least one other game not selected by the game controller are provided (see "Importing Chocobo World Items into FF8). When the weapon is given, a memory write controller writes the information into Final Fantasy 8 to a backup storage area to allow the weapon to be used in that game. The backup data storing area in the second game is written to update the movement of the weapon and remove the weapon from the items collected list.

Chocobo World provides a first condition detector as described. Final Fantasy 8 provides a second condition detector. If the detector has not determined a new weapon is available from Chocobo World, the weapon will not be provided to the player. If the detector has determined a new weapon is available, the weapons are provided. The

controller then writes the information including game generation information to the various backup data storages as described above.

Regarding claim 11, Chocobo World teaches a game apparatus that enables an operator to play a plurality of games and a method of sharing backup data of each of the plurality of games with each other. Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website – “What is Chocobo World?”).

A writable and readable backup data storage memory having a first backup data storing area for storing backup data relating to the first game program and a second backup data storing area for storing data relating to the second game program is provided. Final Fantasy 8 game player progress can be saved independently of Chocobo World and vice versa (see “How to play”).

A memory write controller is provided for writing shared backup data information utilized in common to both the first and second game programs (see “Home”).

Regarding claim 12, Chocobo world discloses a game operation controller is disclosed for instructing a start of a game by selecting any one of the first game program and the second game program and for controlling progress of the selected game (see “How to play” and “Move”). The controller is a standard keyboard with arrow keys.

Also disclosed is a condition detector as Moomba having a new weapon for Chicobo (and therefore the player). When it is determined the condition is accomplished, a memory write controller for writing information relating to the

predetermined condition to both of a backup data storing area associated with a first game and a backup data storing of at least one other game not selected by the game controller are provided (see "Importing Chocobo World Items into FF8). When the weapon is given, a memory write controller writes the information into Final Fantasy 8 to a backup storage area to allow the weapon to be used in that game. The backup data storing area in the second game is written to update the movement of the sword and remove the sword from the items collected list.

Regarding claim 14, Chocobo World teaches a game apparatus that enables an operator to play a plurality of games and a method of sharing backup data of each of the plurality of games with each other. Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website – "What is Chocobo World?"). A writable and readable backup data storage memory having a first backup data storing area for storing backup data relating to the first game program and a second backup data storing area for storing data relating to the second game program is provided. Final Fantasy 8 game player progress can be saved independently of Chocobo World and vice versa (see "How to play"). A memory write controller is provided for writing shared backup data information utilized in common to both the first and second game programs (see "Home").

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

Art Unit: 3714

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

Claim 13 is rejected under 35 U.S.C. 103(a) as being unpatentable over Chocobo World as disclosed above.

Regarding claim 13, Chocobo World teaches a game apparatus that enables an operator to play a plurality of games and a method of sharing backup data of each of the plurality of games with each other. Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website – “What is Chocobo World?”). Further, a backup data storage medium having a first backup data storing area for storing backup data relating to the first program and a second backup data storing area for storing data relating to the second program are disclosed (Final Fantasy 8 is saved independently from Chocobo World. It is therefore inherent, that is, it must necessarily be that each uses different areas for storing backup data unique to each game though there are instances when information is mutually shared. Even in the case of shared information, the information is stored separately.) A game operation controller is disclosed for instructing a start of a game by selecting any one of the first game program and the second game program and for controlling progress of the selected game (see “How to play” and “Move”). The controller is a standard keyboard with arrow keys.

Chocobo World (at least the cited reference) fails to disclose a computer program product, program instructions, and program instructions means for writing information. However, one of ordinary skill in the art would recognize that a computer game would

Art Unit: 3714

be constructed by programming code assembled in such a way as to implement the rules of the game and allow a player to play the game by making progress toward an objective. This ordinarily skilled artisan would further realize, a computer readable storage medium would be necessary to implement the code, and install the code on various computers. One of ordinary skill in the art would have little choice but to use program instructions through programming code and computer readable media to implement rules and functionality of the game at least at some level. It would therefore be obvious to one of ordinary skill in the art at the time of the invention to include a computer program product embodied on a computer readable storage medium and program instructions for implementing the rules of the game such as whether or not a predetermined condition is accomplished during gameplay progress of any one of a first game program or a second game program is instructed to be started by a game operation controller.

Further, the ordinarily skilled artisan would find it obvious at the time of the invention to employ program instruction means for writing upon determining that the predetermined condition is accomplished, information relating to the predetermined condition to both the backup data storing area of the game in which the condition was accomplished and the backup data of the other game that had not been started by the controller – which is essentially what Chocobo World incorporates. It would be obvious to the skilled artisan that program instruction means would be implemented to incorporate the functions of the game as described in the cited reference and the rejection of the remaining claims.

Art Unit: 3714

Conclusion

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

US 6,508,711 – Game Machine having a main unit exchanging data with a portable slave machine.

US 6,406,372 – System and Method for transferring user defined instructions between a home video game and an arcade video game.

US 5,428,528 – Portable interactive game system between master/slave units containing detachable memories wherein a master unit downloads a master program to slave units respective detachable memories.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Travis R. Banta whose telephone number is (571) 272-1615. The examiner can normally be reached on Monday-Friday 9-4.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Bob Pezzuto can be reached on (571) 272-6996. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

TB

Ronald Laneau
RONALD LANEAU
PRIMARY EXAMINER

5/26/07

**Final Fantasy 8**[Walkthroughs and Guides](#) > [Back](#)**Guide to Chocobo World (PC version)**

Last Updated: September 15, 2000

by **Mini Cactuar**
Guest Writer**Departments**

- Walkthroughs
- Secrets
- Cheat Codes
- Rumors
- Myths

Information

- Characters
- Weapons
- Limit Breaks
- Items
- Magazines
- Cards
- SeeD Tests
- Guardian Forces
- Devour
- PC/PSX Buttons
- ChocoboWorld

Database

- Enemies
- Magic System

Submit Info!**Introduction****What is Chocobo World?**

CW is a stand-alone game that comes with FF8. You can control the game yourself, or put it into auto-play and allow it to run on its own unattended (although, there are places in the game where you want to take over control for yourself).

Why would I want to play Chocobo World?

Good question. By itself, CW is just a silly little game styled on the Gameboy. The graphics are primitive, the gameplay is virtually non-existent, and it takes forever to get any benefits out of it. On the other hand, CW does give you lots of items (HP Up, Marlboro Tentacles, Hundred Needles) with little to no work on your part - if you are patient enough. Further, it's the *only* way to get the items that allow you to summon Mini-Mog and Moomba.

What is the storyline?

Mini-Mog has gone to Scary Mountain to find adventure. After 2-3 days, he hasn't come back and Cactuar and Moomba believe that the demon king is roasting their friend on a barbecue spit. They grab Chicobo and set off for Scary Mountain to find their friend. Your goal is to help Chicobo locate Mini-Mog (and collect 2 important treasures along the way.) If you choose to do so, you can also partake in a little side-story involving Chicobo and a kidnapped female Chocobo.

How to Play

First, you need to solve one of the Chocobo Forest puzzles in FF8. When you do this, Chocobo Boy gives you a Pocket Station that adds another "slot" on the file save screen. This slot is your interface between FF8 and CW. Selecting Chocobo World will bring up a screen that gives you access to a very limited tutorial. Reading this tutorial will possibly prepare you to play the game. Next, save your FF8 game, then quit it to return to Windows. From the Start bar, select Programs/FF8/Chocobo World (or, whatever folder you have FF8 in) and run the game.



This will give you a small window with Chicobo standing on the ground in front of the sun. He will be walking in one of 4 possible directions. This is the Walking Screen. From here, you only have 5 controls: the 4 arrow cursor keys to set the direction that Chicobo walks in (and to control his speed), and the CTRL key for activating the Main Menu screen. If you press an arrow key in the direction that Chicobo is already traveling, he will walk twice as fast. If the arrow key is not pointing in Chicobo's direction of travel, he will just change directions.

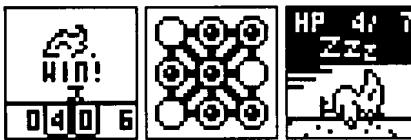
Eventually, Chicobo will encounter 1 of 4 possible events, which will activate a screen described below.

The four kinds of events are:

Battle



This will activate the Battle Screen. You will see some enemy, plus Chicobo. Below them will be 4 numbers. The left-most number is the enemy's hit points. The right-most number is Chicobo's hit points. When either number reaches 0, the battle is over. The left-middle number is the monster's ATB, and the right-middle number is Chicobo's ATB. These are randomly selected values that tick down to 0. The first ATB to reach 0 wins that round, and that character gets to attack the other for some set amount of damage. Press the left and right arrow cursor keys together (at the same time) to make Chicobo's ATB counter reach 0 faster. If you lose, then Chicobo will fall asleep until his HP reaches its max value again. Pressing the CTRL key will make him wake up. If you win, a tic-tac-toe board will appear and the game will randomly place a stone on one of the squares. When you get 3 stones in a row (meaning that you've fought a minimum of 3 battles), Chicobo will go up one level. The higher the level that Chicobo reaches, the more damage he can do back in FF8. However, in CW, while you'll get more hit points, the monsters will all level up as much as you do. If Mini-Mog is with you, in Standby, he will attack an enemy that has defeated Chicobo. This will be a single attack, causing an amount of damage based on the weapon you have. If he defeats the enemy, you win. If not, Mini-Mog will disappear until you find him again some time later.



The monsters you encounter will be based on Chicobo's level.

Enemy	Level Range	HP
Creeps	From level 1 to 100.	HP = Chicobo's max HP + 6.
Red Bat	From level 10 to 100.	HP = Chicobo's max HP + 8.
Blobra	From level 30 to 100.	HP = Chicobo's max HP + 10.
Demon King	From level 70 to 100.	HP = Chicobo's max HP + 16.

The **Demon King** is the one that looks like a rock monster. At level 100, he will kidnap the female Chocobo. Some time after that, Chicobo will have to defeat the Demon King in order to rescue the female Chocobo, but DK's appearance will still be random at that point.

Cactuar



If you find **Cactuar**, he will give you an item that he's discovered. The items are only identified as A, B, C or D. D items aren't very good, but are plentiful. A items are the best that the game offers, but harder to come by (about 6% of the time). The only way to find out what the actual item is, is to quit the game, and start playing FF8. There is a 128 out of 512 chance that any given event will be Cactuar giving you an item.

Moomba

When **Moomba** appears, he'll give you a weapon that he's found. The weapon is only identified by a 4-digit code. A second screen will appear, showing 2 numbers. The top number is the new weapon, the bottom one is your current weapon. Pressing the up or down arrow key will select the weapon that Chicobo will use from this point on. During battle, CW chooses one of the 4 digits in the weapon code to determine the damage you're going to do to the enemy if you hit it that round. (I.e. - If the weapon code is 7531, then your damage to the enemy will be chosen from "7", "5", "3" and "1". If you have the game on auto-play, CW will select the weapon based on the largest number, and the largest total (choosing 9100 over 4222, which means you'll be doing 0 damage 50% of the time. Most people recommend choosing 4222, because your chances of whittling down the enemy are better.) There is a 96 out of 512 chance that any given event will be Moomba giving you a weapon.

Special Events

Special events will cause the event message to stay on the screen until you press CTRL, even if you are in auto-play mode. These events can be something silly, like falling down a hole, or something important, like finding Mini-Mog.

Special Event - Mini-Mog

Since **Mini-Mog** is an event, finding him is strictly a random occurrence and there's no way to know exactly when it will happen. The first time you find him, go to the main menu screen and put him in Standby to have him help you fight in battle (described below). Later, if you lose a battle, Mini-Mog will disappear. A couple of events later you may find him again. Occasionally, Mini-Mog will have a stone that it stole from the monster you'd fought, and it will be placed on the tic-tac-toe board to bring you closer to your next level-up.

Special Event - Female Chocobo

The first time the female Chocobo appears - at level 20 - she will accidentally bump into Chicobo, and he will fall in love with her. When Chicobo reaches level 50, the next event depends on whether Event Wait is on or off. If Event Wait is off (auto-play mode), Chicobo will fall down a hole and get damaged. If it is on (auto-play mode is off), the female Chocobo will have fallen down the hole, and Chicobo will use his fishing pole to rescue her. She will give him a kiss, which will allow Chicobo to use ChocoFlare in FF8. If Chicobo gets kissed, a marker will appear next to his weapon code in the menu screens, and there will then be a 4 in 512 chance that an event will result in Chicobo getting another kiss, which will power him up to ChocoMeteor in FF8. The final encounter with the female Chocobo will take place when Chicobo reaches level 100. Note that if Chicobo falls down the hole, he will not see the female Chocobo at all later in the game.

Random Diversions

In addition to the events, Chicobo will occasionally find some kind of diversion. This can be anything from falling asleep, watching TV, fishing, eating, or spending time with Moomba. When this happens, if he's taken any damage, Chicobo's HP will slowly return to his max value. Otherwise, it's just wasting time. To "scold" Chicobo and get him back to walking again, press the CTRL key.

The Menu Screens

The Map Screen

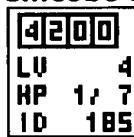


From the walking screen, press CTRL. This will display the Map Screen. Next to the map, you'll see a big arrow showing Chicobo's direction. In the map, the flickering black dot is Chicobo, and the solid dots are the various events (there will always be 8 events on the map at all times).

Note that it takes about 5-10 seconds of walking for Chicobo to cover the distance between one pixel and the next. The distance Chicobo has to cover on each map is actually quite large. Under the map is the system time from your PC, and the map number that you're on. Since the map number is the same as your Chicobo level, and the events are scattered on the map randomly, the map number doesn't tell you anything useful.

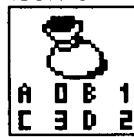
Pressing CTRL will return you to the walking screen. The up and down arrow keys will change your walking direction. Pressing the left or right arrows will scroll you through the other menu screens. These screens are:

Chicobo Info



The top 4-digit number is your weapon (WPN). Below that is your level, your hit points (current and max.), and a random ID number. If you've been kissed by the female Chocobo, a small black mark will appear next to the weapon code: one mark per kiss. This represents Chicobo's power-ups in FF8. Chicobo can only receive these power-ups if you are manually controlling him after he reaches level 50.

Items



The top icon is a treasure pouch. Below it are the numbers of each of the different types of items that you're carrying right now. x number of A items, B items, etc. Note that if you move these items into FF8, the numbers in this screen will be zero'd out. You won't know what these items really are until you move them into FF8, as described below.

Event Wait

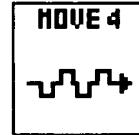


Using the up and down arrows, you can turn Event Wait on and off. If On, the game will wait for you to press CTRL before continuing to the type of event encountered. If Off, the game will play by itself, although you can still interact with it if you like. In auto-play mode, Chicobo and friends will gather items and weapons, and fight battles, while you are at school, at work, or sleeping. Note that even if auto-play is on, special events will pause the screen and wait for you to press CTRL. However, if you want to follow the female Chocobo storyline, you really need to make sure that Event Wait is turned off when you reach level 50 (otherwise, Chicobo will be the one that falls down the hole, and you won't see the female again.)

Standby/Sleep

If you find Mini-Mog, the Standby/Sleep screen will become available. Select Standby in order to have Mini-Mog help you out whenever you risk losing a battle. If you select Sleep, then you won't run the chance of losing Mini-Mog during a fight. You need Mini-Mog in your party if you plan on calling him as a GF in FF8. If Mini-Mog is in Standby, then he will come to your rescue if Chicobo gets zero'd out during a battle. Mini-Mog will attack the enemy once, for some random damage based on your weapon code. Thereafter, you have a 50% chance of meeting Mini-Mog again at your next event. Even if Mini-Mog doesn't help you win the battle, he may still show up holding a stone in his hand.

Move



This is the movement pattern that Chicobo will follow in the Walking Screen. Use the up and down arrow keys to select the pattern you like. The larger the number, the more distance covered, but the longer it will take to get from one side of the map to the other. Whatever pattern you use, Chicobo can recognize where events are on the map. He will aim for what he thinks is the closest event, which may not agree with what you think is closer. If this is the case, use the up and down cursor keys in the Map Screen, or any of the cursor keys in the walking screen, to change his direction.

Saving the Game

Chocobo World normally saves the current game stats whenever you use the CTRL key to switch to the map screen, and when an event takes place. The stats are also saved when you close the game window: Click on the X in the upper right corner, and the game details will be saved to hard disk before the window is closed.

Additional Information

1. Chicobo will keep increasing in levels until he reaches 100. His level in CW will be the level for both Chicobo and Mini-Mog in FF8.
2. There is a limit of 99 items of any given type (A-type, B-type, etc.) that you can carry in Chocobo World.
3. The special events you may encounter include:

After level 10: A 28 out of 512 chance of finding Mini-Mog. If Mini-Mog joins in one of your battles, there is a 256 in 512 chance of finding him again afterwards.

Level 20: Finding the female Chocobo.

At level 50: Falling down a hole and having your HP zero'd out, or rescuing the female Chocobo and receiving a kiss (whether Event Wait is ON or OFF).

After level 50: If Chicobo was kissed at level 50, there is a 4 out of 512 chance that any given event will be the female Chocobo appearing again, to give him another kiss (for a total of 3 kisses).

At level 75: Having Moomba, Cactuar and Mini-Mog all yell at you to hurry up, followed by fireworks.

At level 100: The female Chocobo calls for help, only to be kidnapped by the Demon King.

After 100: If you defeat the Demon King (assuming that he ever

decides to attack you), you'll rescue the female Chocobo.

4. Cactuar can dig up **Ribbon**. If you get this, put it on all of your characters in FF8 before you go out hunting Malboros. Ribbon prevents all status changes, and that is a good thing when facing Bad Breath.

Importing Chocobo World items into FF8

Start up FF8, and select the game you want to use. Go to the File Save screen and select Chocobo World. You will see 4 options:

World

Use this option to send Chicobo back to CW. All this will do is gray out the option.

Home

Brings Chicobo back to FF8. Selecting this option will cause his items to be displayed on the screen. Press X to move the items into your Item inventory. If you have lots of items, another item window will appear. Just press X again, as many times as necessary. All of the items are generated randomly by FF8 when you select Home.

After you move the items into inventory, press W to exit this screen. You will be reminded to save your FF8 game. Do this RIGHT AWAY. Otherwise, you will lose all of the items from CW if you quit FF8 or reload the game, since they are no longer in the CW data file.

Do Over

This will give you a new Chicobo to work with. Do this if the game incorrectly thinks that Chicobo is back in Chocobo World - an annoyingly frequent bug. Otherwise, ignore this option completely.

Tutorial

This will give you the plotline for the game, and a BRIEF - somewhat inaccurate - description of the gameplay.

When you are done in the Chocobo World Save Slot, make sure that you send Chicobo back to Chocobo World (unless you are planning on summoning him or Mini-Mog during battle), then press W to return to the File Save screen. Save your FF8 game with your new items in one of the game slots, then play FF8 as normal.

Why Am I Doing All of This Again?

You are looking for two specific items. Go into your item inventory, and look at the new items that you've gotten from the game. The Friendship Amulet allows you to call Moomba during a battle; once per amulet. The Mog Amulet allows one of your GFs to learn the Call Mini-Mog ability.

Otherwise, you'll just be collecting lots of other useful items, without having to do any of the hard work yourself.

Calling the Quasi-GF's During Battle

Moomba

Just use a **Friendship Amulet** from your Item inventory. The **Moomba** attack pounds, kicks, and throws dirt on the enemy, damaging it for 25% of its HP (similar to calling Diablos). If the enemy has more than 40,000 HP, Moomba will deliver 9999 hits.

Chicobo

Make sure that Chicobo is highlighted in the File/Save area (that you called him home). Then, during battle, use a **Gysahl Green** from the Item inventory. The attack

that he uses depends on how many times he was kissed by the female Chocobo in Chocobo World. There are: **ChocoFire** (you start with this), **ChocoFlare**, **ChocoMeteor** and finally **ChocoBuckle** (which can do over 9999 hits). You can tell if Chicobo has been upgraded by looking at the weapon stat in the menu screens. If you have ChocoFlare, the weapon stat in CW would look like - |7|8|6|9|* (one small block per upgrade). In the File/Save screen in FF8, there will be one or more stars under Chicobo's picture.

Mini-Mog

Make sure that Mini-Mog is highlighted in the File/Save area (that you called him home when you called Chicobo home). You also need to have the **Mog Amulet** in order to teach one of your GFs the Call Mog ability. Have one of your characters select the Mog ability prior to going into battle. If you do call Mini-Mog, he will appear ala a pop idol singer, then do a little dance, followed by a back flip. When finished, all of your GFs will be healed by 1500 HP - which is the only way to heal a GF during a battle (the GF Potions in your Item list can only heal a GF when you're not in battle mode.)

Cheats

Cheat #1

There's a very simple way to get lots of goodies from CW very quickly. On the PC, go into the FF8 Save folder and look for a file called **chocorp.g**. Before you start running FF8, make a copy of chocorp.g and call it whatever you like. Then, run FF8 and import the CW items into your item inventory as described above. Afterwards, when you quit FF8, go back to the Save folder, delete chocorp.g and replace it with the copy you made earlier. Start running CW again, and you'll have all of the items from before, plus whatever you find from this point on.

The reason this works is that Chocobo World has no way of telling if you've imported items into FF8, except by looking at the zero'd out contents of chocorp.g. And, if you use the copy of the file from before running FF8, CW is none the wiser. So, this is a great way to build up a huge inventory of CW items in just a few days.

Cheat #2

This is a much faster version of Cheat #1, because you don't quit FF8 to use it. First start running Chocobo World. Then, with CW still running, start up FF8. Go into the File/Save window and select Chocobo World. Bring Chicobo home, and use the X key to transfer your items into the FF8 inventory. Press X to send Chicobo back to CW. Next, press Alt-TAB to switch to Windows. Select the Chocobo World window and press CTRL twice. By activating the map menu, then returning to the walk screen, you cause CW to update the chocorp.g file with all of Chicobo's items again. Use the mouse to bring FF8 back up, and then repeat the process of bringing in an all new batch of neat-o CW items.

If you want to improve Squall's stats quickly, Cheat #2 is the best way to do it. Repeat this method 30-40 times, and you'll have 5-6 Ribbons and 20-30 HP Ups, STR Ups and VIT Ups in no time at all.

Note: Occasionally FF8 gets confused and thinks that Chicobo is back in FF8, even though HOME is highlighted. Any attempt to send Chicobo to CW will fail, and selecting HOME will give you an error message. When this happens, just choose Do Over, and repeat the above cheat.

Thanks to...

Sources used: Official FF8 Strategy Guide

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